## Claim 10 (amended once):

display, where n is a number more than 2, each side has five cards, three interior cards and two [the] corner cards, the corner cards are shared with two adjacent hands, [the] a player is dealt the three interior cards face up and the corner cards face down, the player then can exchange cards from one hand to another hand, after the exchange, the resulting hands are compared to a pay table.

# Please add claims the following claims:

- 20. A video gambling device that displays symbols in a diamond-shaped pattern, each side of the diamond-shaped pattern forms a payline, each payline has one or more interior symbols and two corner symbols, the corner symbols are common to adjacent paylines, a player can exchange symbols from one payline to another payline within the diamond-shaped pattern.
- 21. A video gambling device that has symbols displayed in an n-sided closed figure where each side of the closed figure forms a payline, each payline has one or more interior symbols and two corner symbols, the corner symbols are common to adjacent paylines, a player can exchange symbols from one payline to another line within the closed figure.
- 22. A video gambling device of claim 21 where some of the symbols are hidden and revealed to the player only after the player has exchanged symbols from one payline to another.

#### **REMARKS**

Serial No. 10/015,314

Art Unit: 3714 Examiner: Rada

#### **CLEAN COPY OF AMENDMENTS**

## Claim 1 (amended once):

1. A video poker game that has cards represented in a four sided, diamond shape, each side has five cards, three interior cards and two corner cards, the corner cards are shared with two adjacent hands, a player can exchange cards from one hand to another hand, after the exchange the resulting hands are compared to a pay table.

# Claim 10 (amended once):

display, where n is a number more than 2, each side has five cards, three interior cards and two corner cards, the corner cards are shared with two adjacent hands, a player is dealt the three interior cards face up and the corner cards face down, the player then can exchange cards from one hand to another hand, after the exchange, the resulting hands are compared to a pay table.

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